

# Safety First...it's the right thing to do!



July, 2015

## Understanding Hazard Recognition and Severity

Do you know all of the potential hazards associated with your job and work area? Most people don't. And then they get hurt, because they failed to recognize the hazard or recognize how severe the consequences could be.

Since May, Ref-Chem has had 3 recordable injuries. All of the injuries could have been prevented. All three employees did not recognize the severity of the hazard.

What is a hazard? Anything that can cause harm or damage. To better understand the hazard, we need to estimate the severity and probability. Severity means the seriousness of the injury (or property damage, etc.) that could occur if there is an incident. Probability means the likelihood that an incident will occur.

A grinder is a tool that can cause an injury. The severity could be a significant injury. The probability that an incident will occur is very low when no one is using it or when the wheel is guarded. But, the probability is very high when the worker is using it with an unguarded wheel or not using the proper PPE when flying particles are present.

When a job has both high probability and severity, it has the highest risk; when there is low probability and severity that is the lowest risk. There are numerous combinations in between.

How do you stay safe? One way is to identify hazards on our observation cards. Another is to stop work when we see something wrong. A third way is through our STA process. The STA process allows the team to identify the hazards that are associated with each job step and identify controls to eliminate or mitigate the hazards.

Recognizing where hazards exist is critical to making your workplace safe; however, following through on correcting or controlling these hazards is the ultimate goal.

Remember, the company and your family are counting on you!

When you recognize a hazard, make sure to tell your supervisor or correct it yourself before someone gets hurt.

**See it,  
own it!**

